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☐	L3	L1 and camera and network and control same script$ and command$ and animati$ and character and object	4
☐	L2	L1 and camera and network same control same script$ and command$ and animati$ and character and object	0
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1 The information furnace: consolidated home control   ■
Diomidis D. Spinellis
May 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 1
Full text available: ▦ pdf(488.36 KB)   Additional Information: full citation, abstract, index terms

> The Information Furnace is a basement-installed PC-type device that integrates existing consumer home-control, infotainment, security and communication technologies to transparently provide accessible and value-added services. A modern home contains a large number of sophisticated devices and technologies. Access to these devices is currently provided through a wide variety of disparate interfaces. As a result, end users face a bewildering array of confusing user-interfaces, access modes a ...

Keywords: Automation, Consumer electronics, Home-control, Multi-modal interfaces

2 Commands as media: design and implementation of a command stream   ■
Jonathan L. Herlocker, Joseph A. Konstan
January 1995 **Proceedings of the third ACM international conference on Multimedia**
Full text available: ▣ htm(47.29 KB)   Additional Information: full citation, references, citings, index terms

Keywords: TclStream, command stream, commands, multimedia presentations, reversibilty

3 Human-computer interface development: concepts and systems for its management   ■
H. Rex Hartson, Deborah Hix
March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1
Full text available: ▦ pdf(7.97 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

> *Human-computer interface management*, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development

methodologies, and control structures. *Dialogue independence* is th ...

4 Interval scripts: a programming paradigm for interactive environments and agents
Claudio S. Pinhanez, Aaron F. Bobick
May 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 1

Full text available: pdf(1.08 MB)   Additional Information: full citation, abstract, index terms

>   In this paper we present *interval scripts*, a new paradigm for the programming of interactive environments and computer characters. In this paradigm, actions and states of the users and the system computational agents are associated with temporal intervals. Programming is accomplished by establishing temporal relationships as constraints between the intervals. Unlike previous temporal constraint-based programming languages, we employ a strong temporal algebra based in Allen's interva ...

>   **Keywords**: Interactive spaces, Programming paradigms, Programming with constraints, System architecture, Temporal reasoning, Ubiquitous computing

5 Scripted documents: a hypermedia path mechanism
P. T. Zellweger
November 1989 **Proceedings of the second annual ACM conference on Hypertext**

Full text available: pdf(1.17 MB)   Additional Information: full citation, abstract, references, citings, index terms

>   The concept of a path, or ordered traversal of some links in a hypertext, has been a part of the hypertext notion from its early formation. Although paths can help to solve two major problems with hypertext systems, namely user disorientation and high cognitive overhead for users, their value has not been recognized. Paths can also provide the backbone for computations over a hypertext, an important issue for the future of hypertext. This paper constructs a framework for un ...

6 Animating user interfaces using animation servers
Krishna Bharat, Piyawadee Noi Sukaviriya
December 1993 **Proceedings of the 6th annual ACM symposium on User interface software and technology**
Full text available: pdf(1.21 MB)   Additional Information: full citation, references, citings, index terms

>   **Keywords**: CSCW, animation server, application state, context-sensitivity, extensible interfaces, multimedia, user interface animation

7 Animation control for real-time virtual humans
Norman I. Badler, Martha S. Palmer, Rama Bindiganavale
August 1999 **Communications of the ACM**, Volume 42 Issue 8
Full text available: pdf(328.21 KB)
                  html(36.38 KB)   Additional Information: full citation, references, citings, index terms

8 Pen computing: a technology overview and a vision
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3
Full text available: pdf(5.14 MB)   Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a short historic ...

9 Developing computer animation packages (panel)

Jeffrey Graber, Kevin Lefebvre, Michael Sciulli, Donald Leich, Milan Novacek, David Ross, David Zeltzer, David Sturman

May 1986 **ACM SIGCHI Bulletin , Proceedings of the SIGCHI/GI conference on Human factors in computing systems and graphics interface**, Volume 17 Issue SI

Full text available: pdf(306.60 KB)   Additional Information: full citation, abstract, citings, index terms

Specialized computer architectures can provide better price/performance for executing image processing and graphics applications than general purpose designs. Two processors are presented that use parallel SIMD data paths to support common graphics data structures as primitive operands in arithmetic expressions. A variant of the C language has been implemented to allow high level language coding of user applications on these processors. High level programming support is designed int ...

10 "It/I": a theater play featuring an autonomous computer graphics character

Claudio S. Pinhanez, Aaron F. Bobick

September 1998 **Proceedings of the sixth ACM international conference on Multimedia: Technologies for interactive movies**

Full text available: pdf(1.45 MB)   Additional Information: full citation, references, citings, index terms

11 Laboratory for emulation and study of integrated and coordinated media communication

L. F. Ludwig, D. F. Dunn

August 1987 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM workshop on Frontiers in computer communications technology**, Volume 17 Issue 5

Full text available: pdf(1.05 MB)   Additional Information: full citation, abstract, references, citings, index terms

In future telecommunications networks, understanding the issues of user-network control, Customer Premise Equipment (CPE) technologies, services and user applications is as important as the classical network problems of channel structure, switching, and transmission. This paper discusses a Bell Communications Research facility, the Integrated Media Architecture Laboratory (IMAL), designed to flexibly emulate a wide range of current and future network and CPE environments with a focus on mul ...

12 The state of the art in automating usability evaluation of user interfaces

Melody Y. Ivory, Marti A Hearst

December 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 4

Full text available: pdf(2.31 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Usability evaluation is an increasingly important part of the user interface design process. However, usability evaluation can be expensive in terms of time and human resources, and automation is therefore a promising way to augment existing approaches. This article presents an extensive survey of usability evaluation methods, organized according to a new taxonomy that emphasizes the role of automation. The survey analyzes existing techniques, identifies which aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automation, web interfaces

13 VB2: an architecture for interaction in synthetic worlds
Enrico Gobbetti, Jean-Francis Balaguer, Daniel Thalmann
December 1993 **Proceedings of the 6th annual ACM symposium on User interface software and technology**
Full text available: pdf(1.39 MB)   Additional Information: full citation, references, citings, index terms

Keywords: 3D interaction, 3D virtual tools, gestural input, hierarchical constraints, object-oriented graphics, user interface design, virtual reality

14 The walk-through approach to authoring multimedia documents
S. Hudson, C.-N. Hsi
October 1994 **Proceedings of the second ACM international conference on Multimedia**
Full text available: pdf(947.48 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper describes a novel approach to authoring multimedia documents based on the walk-through paradigm. Using this approach, multimedia authoring tasks can be performed in the context of the multimedia presentation under construction. It greatly simplifies the authoring process by hiding the use of composition constructs and eliminating the turn-around time from the editing and testing parts of the development cycle. End user multimedia authoring and fast prototyping can therefore be re ...

15 An open architecture for next-generation telecommunication services
Gregory W. Bond, Eric Cheung, K. Hal Purdy, Pamela Zave, J. Christopher Ramming
February 2004 **ACM Transactions on Internet Technology (TOIT)**, Volume 4 Issue 1
Full text available: pdf(237.24 KB)   Additional Information: full citation, abstract, references, index terms

An open (in the sense of extensible and programmable) architecture for IP telecommunications must be based on a comprehensive strategy for managing feature interaction. We describe our experience with BoxOS, an IP telecommunication platform that implements the DFC technology for feature composition. We present solutions to problems, common to all efforts in IP telecommunications, of feature distribution, interoperability, and media management. We also explain how BoxOS addresses many deficiencie ...

Keywords: Component architectures, Intelligent Network architecture, Session Initiation Protocol, electronic mail, feature interaction, instant messaging, multimedia systems, network addressing, network interoperation, network optimization, network protocols, service creation

16 Applications: Building a massively multiplayer game for the million: Disney's Toontown Online
Mark R. Mine, Joe Shochet, Roger Hughston
October 2003 **Computers in Entertainment (CIE)**, Volume 1 Issue 1
Full text available: pdf(2.37 MB)   Additional Information: full citation, abstract, index terms

This paper presents an overview of the lessons learned building Disney's Toontown Online, a 3D massively multiplayer online game (MMP) for children ages seven and older. The

paper is divided into three main parts. The first presents design highlights of Toontown Online and focuses on the challenge of building an MMP for kids. In particular, we discuss ways of incorporating kid-friendly socialization into an MMP. The second part of the paper presents an overview of Panda-3D, the VR Studio's open ...

Keywords: 3D, Internet, computer graphics, multiplayer games, online games

17 Playground: an object-oriented simulation system with agent rules for children of all ages

J. Fenton, K. Beck
September 1989 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 24 Issue 10

Full text available: pdf(1.29 MB)   Additional Information: full citation, abstract, references, citings, index terms

Programming languages for children have been limited by primitive control and data structures, indirect user interfaces, and artificial syntax. Playground is a child-oriented programming language that uses objects to structure data and has a modular control structure, a direct-manipulation user interface, and an English-like syntax. Integrating Playground into the curriculum of a classroom of 9- to 10-year-olds has given us valuable insights from the programs intended users, and confirmed m ...

18 Streaming services: Streaming media middleware is more than streaming media

Lawrence A. Rowe
October 2001 **Proceedings of the 2001 international workshop on Multimedia middleware**

Full text available: pdf(607.36 KB)   Additional Information: full citation, abstract, references

Middleware for streaming media requires services other than media capture, encoding/decoding, network transmission, and presentation. Specifically most streaming media applications are distributed applications so they require the services being developed to support client/server and peer-to-peer applications. They also require multicast application services such as soft-state announce/listen protocols, reliable multicast protocols, and publish/subscribe multicast protocols. Some applications req ...

19 Automatic temporal layout mechanisms

M. Cecelia Buchanan, Polle T. Zellweger
September 1993 **Proceedings of the first ACM international conference on Multimedia**

Full text available: pdf(109.15 KB)
ps(451.70 KB)   Additional Information: full citation, references, citings, index terms

Keywords: automatic scheduling, automatic temporal layout, media synchronization, multimedia document formatting, temporal constraints

20 Mediazine - a combination of television, radio, WWW, telecommunication and 3D computer sound and graphics

Norbert Schiffner, Hartmut Chodura
September 2000 **Proceedings of the third international conference on Collaborative virtual environments**

Full text available: pdf(1.45 MB)   Additional Information: full citation, abstract, references, index terms

The Mediazine is a distributed interactive multimedia magazine for the Internet including

text, applications, images, live audio, live-video, animations, 3D computer graphics. Users and Actors can interactively meet each other in a shared virtual environment that is distributed via computer network. The system uses high quality multimedia streams. For the playback of audio an own developed Spatial Audio Server is used. On one hand it provides output lor the communication system, ...

Keywords: collaborative virtual workspace, cooperation, multimedia streams, software agents

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